

GAMEBOY ADVANCE

# PO, PO n POY™

## THE MIS-EDVENTURES



AGB-BEDE-USA

CARTOON  
NETWORK  
INTERACTIVE

MIDWAY

INSTRUCTIONS BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision   Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



***The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.***



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEM.**

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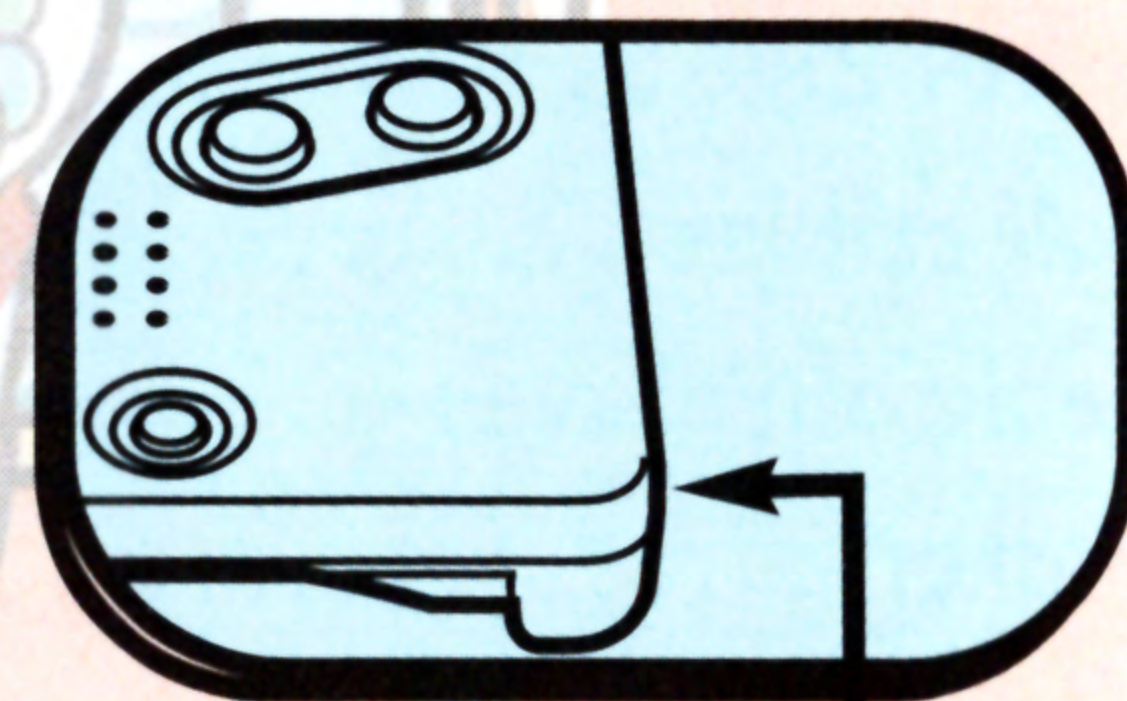
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# GETTING STARTED

Please follow the instructions below before attempting to play this game.

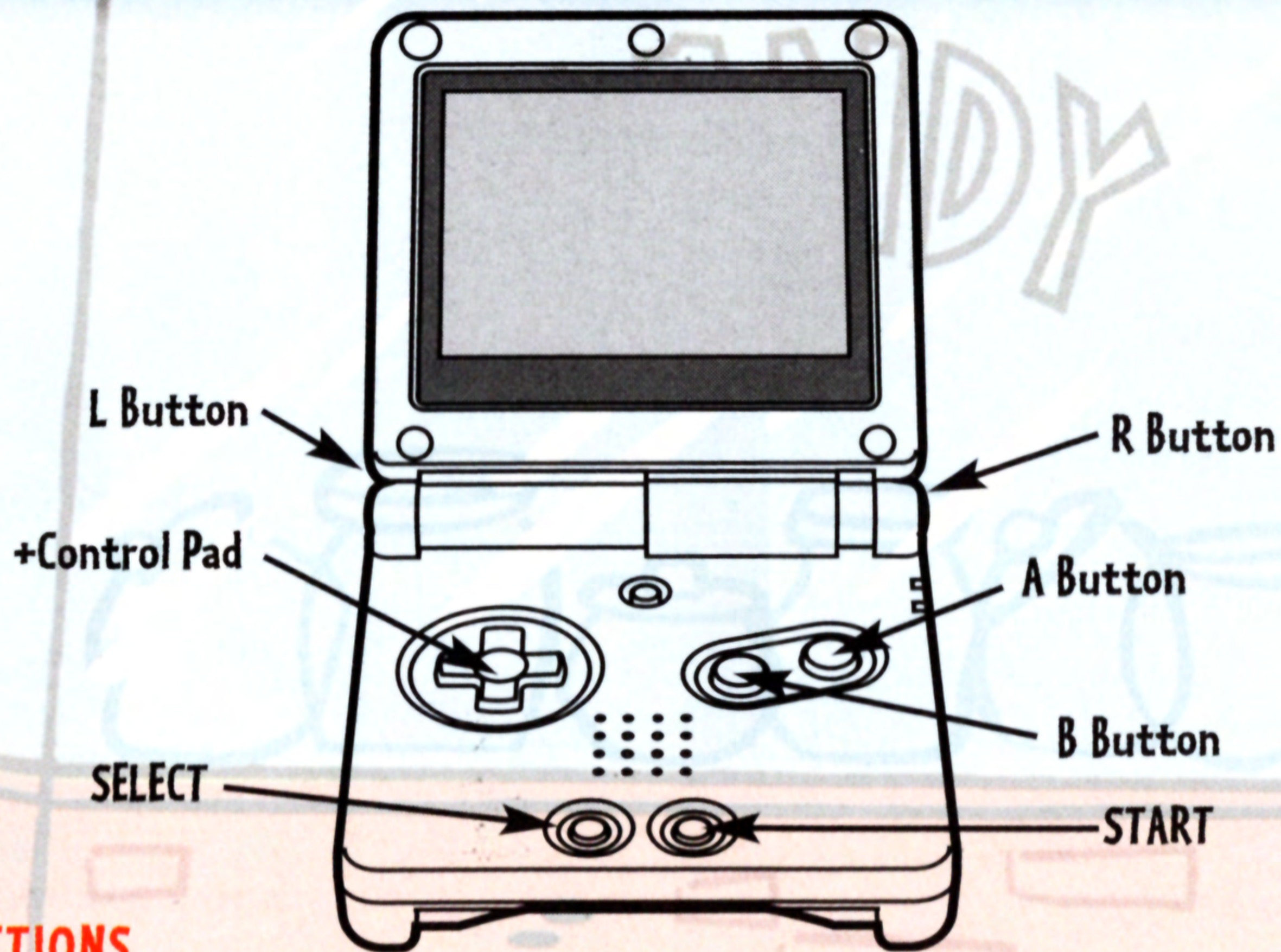
- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



Power Switch



# GAME CONTROLS

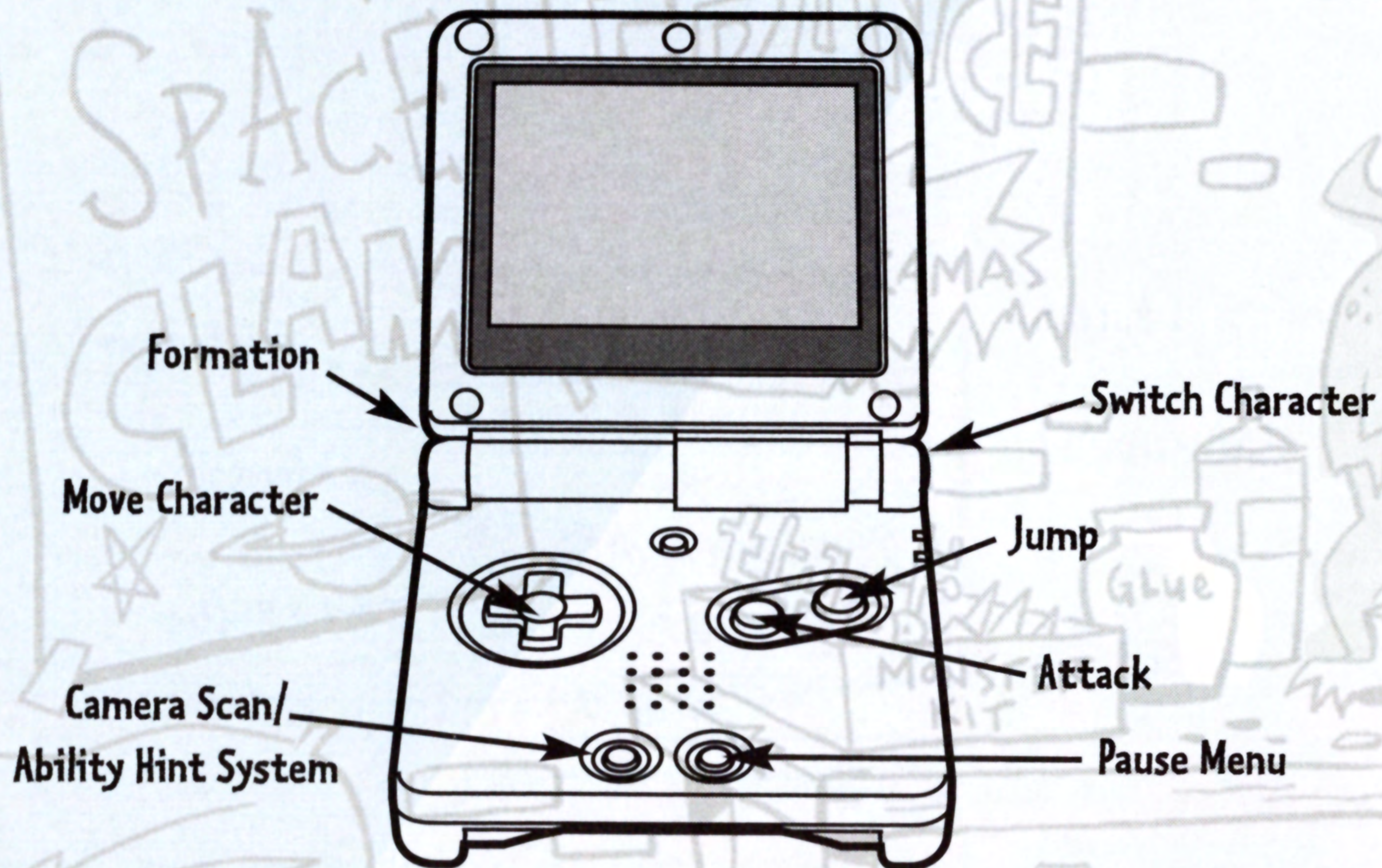


## MENU SELECTIONS

Press the +Control Pad Up, Down, Left or Right to highlight menu items. To select menu options, press the **A Button**. To return to a previous menu, press the **B Button**.



# PLAY CONTROLS





# MAIN MENU

## NEW GAME

Select this option to begin your adventure. You'll start the game immediately, so make sure you've studied the controls.

## CONTINUE

Select **Continue** to view a list of any previously saved games or a **Quick Save**. Any saved games were memory saved onto the cartridge when you last played. When a saved game is selected, you'll return to the beginning of the level you last started.

The **Quick Save** game will return you to that last checkpoint you manually saved the game from the Pause Menu.

## OPTIONS

You can decide to have music or sound when you play. Highlight **Music** or **Sound**, then press the **A Button** to select Yes or No. You can also select the **Language** of your choice.

## CREDITS

View the names of the team that brought you the "Ed, Edd N Eddy" game!





# PLAYABLE CHARACTERS

Ed is into monster movies and model kits. Not the brain of the threesome, he is easily talked into participating in whatever hare-brained scheme Eddy has dreamed up. His uncanny physical strength often comes in handy, however, even though he is quick to break out in a rash.

**Strength** : 3 (strong)

**Attack** : Head-Ed (**B Button**)

**Formation** : Batter-Ed Ram (**L Button**)

**Context Action** : Push Object (move toward object while touching)

Ed is strong and can push a variety of specific objects within the environment (but not enemies). Ed can push the object as far as the environment permits. For example, Ed can push the dog house next to a wall, allowing him to then jump over the wall.





# PLAYABLE CHARACTERS

Edd is really smart, really quiet and unnaturally polite. Exempt from the gym class since the dodge ball incident, Edd spends his free time studying chemistry and biology in the library. Edd's parents communicate to their son solely through sticky notes.

**Strength** : 1 (weak)

**Attack** : Sling Shot (**B Button** - unlimited ammo)

**Formation** : Trampol-Edd (**L Button**)

**Context Action** : Enable Device/Disable Device (**+Control Pad Up + B Button**)

Edd is able to enable/disable all sorts of devices. For example, Edd encounters a gushing sprinkler head that's blocking their path, so Edd must locate the valve that turns it off. If Edd is attacked while he works on the device, his action is cancelled and must be restarted.





# PLAYABLE CHARACTERS

Labeled a megalomaniac by his report card, Eddy loves being the center of attention as the unofficial leader. Though he pretends to know it all, the things that Eddy knows best are the location of all the abandoned tree houses in the neighborhood and the secret recipe for the El Mongo Stink Bomb.

**Strength** : 2 (Medium)

**Attack** : Stink Bomb (**B Button** - unlimited ammo)

**Formation** : Tower of Eddy (**L Button**)

Among the Eds, Eddy is the man with the plan.





# FORMATIONS

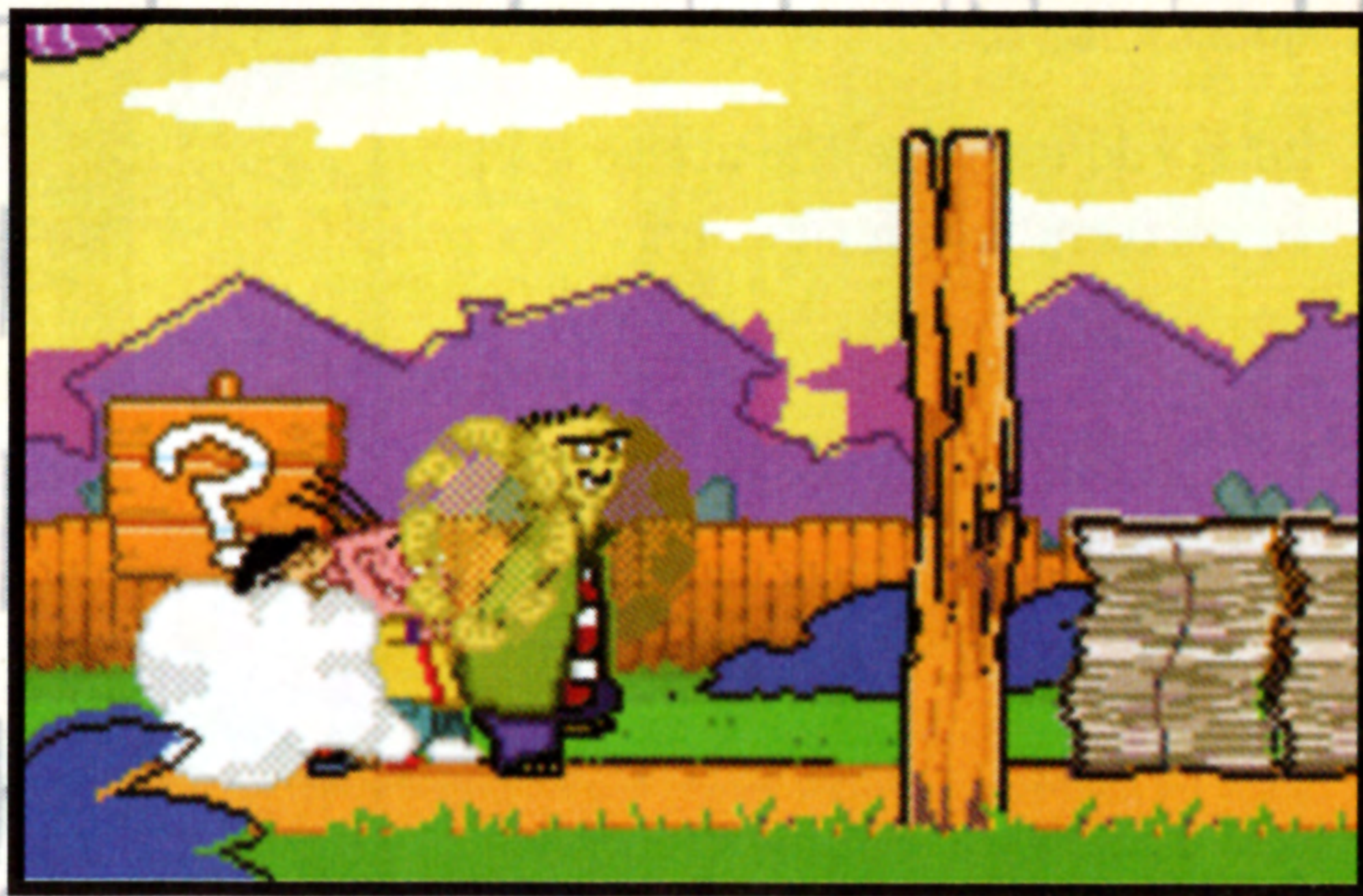
The Eds can execute special actions through the use of formations. The formations are dependent on the active current leader of the group. You must press the **L Button** to maintain the Formation mode.

The three formations are:

## **BATTER-ED FORMATION**

Pressing the **L Button**, with Ed in the lead, will join the characters together like a battering ram that will quickly build up the necessary speed to break the unstable object.

Note: Ed must be the active leader to perform this formation.





# FORMATIONS

## TRAMPOL-EDD FORMATION

With Edd as the leader, press the **L Button** and Eddy and Ed become a trampoline. This formation allows Edd to bounce up to remote places to:

Jump over obstacles

Collect items

Note: Edd must be the active leader to perform this formation.





# FORMATIONS

## TOWER OF EDDY FORMATION

With Eddy in the lead, press the **L Button**, and the Eds will form a three man pillar.

This formation allows Eddy to climb up high to:

**Retrieve and carry objects**

**Throw objects**

Note: Eddy must be the active leader to perform this formation.

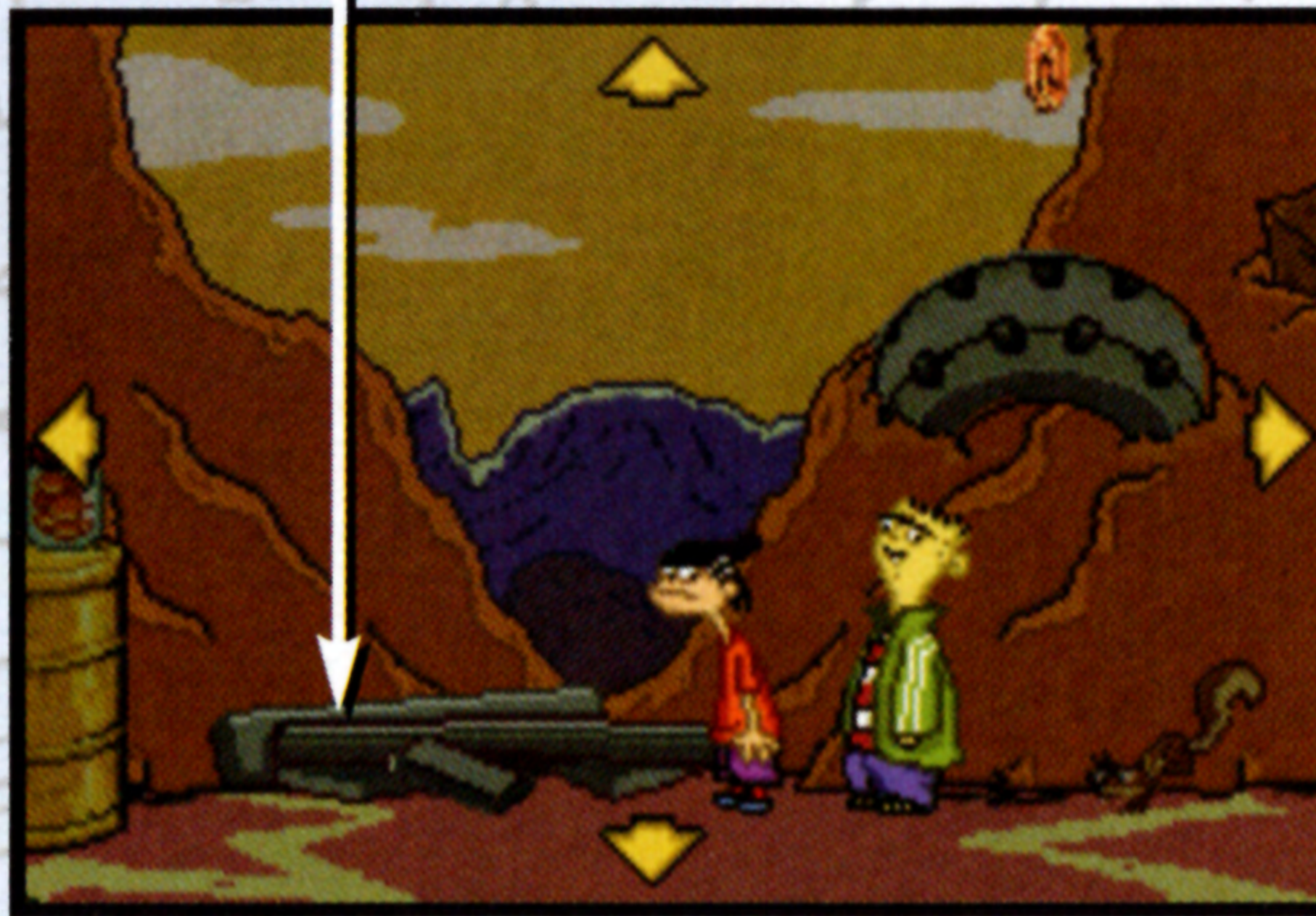




# ABILITY HINT SYSTEM

The Ability Hint System (or Camera Scan) gives you a hint of things in which you should be paying attention. The Eds-ability hints allow you to use a character's unique ability on an object. When you're near an object associated with one of the abilities, the objects are the only things clearly visible. Press **SELECT** to activate this system.

Visible Object





# COOLECTIBLES

## JAWBREAKER DISPLAY CASE

Jawbreakers are the most precious collectible in the game. The Jawbreaker Display Case lets you browse through a Vintage jawbreaker collection. You can access the display case within the Pause Menu (press **START**).



Jawbreakers are located within the scams (levels), hidden from your normal path. You must explore the entire level to find them all. Other than jawbreakers, the most important thing for the Eds, and especially for Eddy, is money. The 1 cent coin will be the most common collectible you will collect.

## JAWBREAKER DISPENSER

Jawbreakers are purchased from the dispenser located in the Cul-de-Sac. To purchase jawbreakers, press the **B Button** while in front of the dispenser.



## COOLECTIBLES

Coolectibles are tiny cool particles representing the coolness of the Eds. When the leader is hit, coolectibles pop out of him and are scattered onto the ground.



## COINS

Collect coins throughout the game, then use them to buy jawbreakers.





# CHECKPOINT SAVES



Plank

This game allows Checkpoint Saves. When you walk by Plank, he'll bounce away. If you fail the mission, you'll respawn at the location where you last encountered him. You'll find Plank several times in each scam.



# CREDITS

## DEVELOPED BY ARTIFICIAL MIND AND MOVEMENT – MONTRÉAL, CANADA

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# NOTES

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# NOTES



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Cartoon Violence

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